

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Original) A coin operated amusement device comprising:
a container for storing a plurality of prizes, said container having a transparent window area,
a play field surface for supporting said plurality of prizes;
an engagement device for engaging said prizes and transferring said prizes to an area that is accessible to a player,
said engagement device comprising a controller for orienting an engagement means at a desired location and for activating said engagement means for engaging and disengaging prizes at predetermined times,
user input means for controlling the position of the engagement means over a play field, and
play field elevation means for moving the play field vertically within said container.
2. (Original) The amusement device recited in claim 1 wherein the play field elevation means comprises a drive system including a motor, a nut having internal threads, a rod having opposite threads received in said nut, said nut being coupled to said motor to rotate said nut causing said threaded rod to move when said motor is actuated, the rotation of the threaded nut imparting a linear movement to said threaded rod and said threaded imparting a driving force on said play field a the vertical direction.
3. (Original) The amusement device recited in claim 2 further comprising motor controlling means for actuating the motor that moves the play field in response to predetermined criteria.

4. (Original) The amusement device recited in claim 3 further comprising a sensor for indicating when the level of prizes in the container are diminished below a predetermined level, and wherein the motor controlling means actuates the motor that moves said play field to raise said play field in response to a signal from said sensor that indicates when the prize level has decreased below said predetermined level.

5. (Original) The amusement device of claim 4 wherein the motor controlling means actuates the play field adjustment motor after a predetermined number of times that a prize has been awarded.

6. (Original) The game amusement device of claim 1 wherein said engagement device comprises a claw member suspended from an overhead track.

7. (Original) An improved amusement device having a plurality of prizes in a container and a claw for extracting the prizes, the improvement comprising:

a system for opening and closing arms of an engagement device, said system comprising a an air pump, a hose connector to said air pump and an air cylinder, said cylinder having a chamber having an displaceable end wall, said end wall connected to a piston, and said a piston in engagement with a control member, said control member in engagement with said arms in manner to allow for the application of force on said proximate end, wherein said arms will pivot on a point and move in response to said force on said proximate end, and

a valve for releasing pressure in the system and
control means for the controlling the opening and closing of said value at predetermined
times.

8-10. Canceled.

11. (Currently amended) ~~The crane device recited in claim 9~~ An improved crane
amusement device having a plurality of prizes on a play field in an enclosed container and an
engagement device for extracting said prizes, wherein said engagement device is suspended over
said prizes and is lowered on a z axis to engage said prizes, and a player can control the location of
said engagement device on an X and Y axis,
said improvement comprising, providing input relating to the location of said engagement
device to a processing unit, wherein said processing unit can track the location of said engagement
device on X Y and Z axes, and wherein said input is provided by an encoded shafts-shaft on motors
that drive said engagement device in an X Y and Z direction and optical sensors, said optical
sensors ~~proving~~ providing output signals in response to reading the matter encoded on said motor
shafts, and said signals transmitted to said a processing unit for processing.